WHAT IS CLAIMED IS:

1   1. A method for rendering a texture onto a surface of an object

2   model represented with a three-dimensional model, comprising:

3   dividing texture data into a plurality of texture lines each having a

4   width of one dot and a length equal to the number of dots in one side of

5   the texture;

6   supposing a stereoscopic object, based on each of said plurality of

7   texture lines, by projecting the texture line in a light traveling direction

8   from a virtual light source while possessing color information from an

9   arrangement relationship between the texture line, the object model and

10   the virtual light source in a three-dimensional space; and

11   defining an intersecting part between the stereoscopic object and

12   the surface of the object model as a region for rendering the texture line,

13   and rendering the stereoscopic object on the defined region.

1   2. A method for rendering a texture according to claim 1, wherein

2   said texture lines are parallel to either side having a greater

3   number of dots among a vertical side and a horizontal side of the texture.

1   3. An entertainment apparatus for carrying out a rendering

2   process, comprising:

3   means for storing object data represented with a three-dimensional

4   model and texture data to be rendered onto a surface of the object;

5   means for dividing texture data into a plurality of texture lines

6   each having a width of one dot and a length equal to the number of dots

7   on one side of the texture;

8   means for supposing a stereoscopic object, based on each of said

9   plurality of texture lines, by projecting the texture line in a light traveling

10   direction from a virtual light source while possessing color information

11   from an arrangement relationship between the texture line, the object

12   model and the virtual light source in a three-dimensional space; and

13   means for defining an intersecting part between the stereoscopic

14   object and the surface of the object model as a region for rendering the

15   texture line, and rendering the stereoscopic object on the defined region.

1   4. An entertainment apparatus according to claim 3, wherein

2   said texture lines are parallel to either side having a greater

3   number of dots among a vertical side and a horizontal side of the texture.

1   5. A storage medium readable by an information processing

2   apparatus, having recorded therein a program for causing the information

3   processing apparatus to execute a rendering process, said program

4   comprising:

5   storing object data represented with a three-dimensional model

6   and texture data to be rendered onto a surface of the object;

7   dividing texture data into a plurality of texture lines each having a

8   width of one dot and a length equal to the number of dots on one side of

9   the texture,

10   supposing a stereoscopic object, based on a plurality of texture

11   lines, by projecting the texture line in a light traveling direction from a

12   vertical light source while possessing color information from an

13   arrangement relationship between the texture line, the object model and

14   the virtual light source in a three-dimensional space; and

15   defining an intersecting part between the stereoscopic object and

16   the object model as a region for rendering the texture line, and rendering

17   the stereoscopic object on the defined region.

1   6. A storage medium according to claim 5, readable by an

2   information processing apparatus, having recorded therein a program,

3   wherein

4   said texture lines are parallel to either side having a greater

5   number of dots among a vertical side and a horizontal side of the texture.

1   7. A program for causing an information processing apparatus to

2   execute a rendering process, comprising:

3   storing object data represented with a three-dimensional model

4   and texture data to be rendered onto a surface of the object;

5   dividing texture data into a plurality of texture lines each having a

6   width of one dot and a length equal to the number of dots on one side of

7   the texture;

8   supposing a stereoscopic object, based on each of said plurality of

9   texture lines, by projecting the texture line in a light traveling direction

10   from a vertical light source while possessing color information from an

11   arrangement relationship between the texture line, the object model and

12   the virtual light source in a three-dimensional space; and

13   defining an intersecting part between the stereoscopic object and

14   the object model as a region for rendering the texture line, and rendering

15   the stereoscopic object on the defined region.